Monster Manual: Tower of Silence Creatures

Flesh Guardian

Flesh Guardian
Large undead, neutral evil

Armor Class 15 (stitched hide)
Hit Points 136 (13d10 + 65)
Speed 30 ft.

STR 20 (+5) | **DEX** 9 (-1) | **CON** 20 (+5) | **INT** 5 (-3) | **WIS** 10 (+0) | **CHA** 6 (-2)

Damage Resistances necrotic; bludgeoning, piercing, slashing from nonmagical attacks
Damage Immunities poison
Condition Immunities charmed, frightened, poisoned
Senses darkvision 60 ft., passive Perception 10
Languages understands creator languages but cannot speak
Challenge 7 (2,900 XP)

Patchwork Resilience. When the guardian takes more than 20 damage from one attack, it reduces that damage by 10.

Multiattack. The guardian makes two slam attacks.

Slam. +8 to hit, reach 5 ft., one target. Hit: 14 (2d8 + 5) bludgeoning plus 7 (2d6) necrotic damage.

Grasping Limbs (Recharge 5–6). Creatures within 10 ft must make DC 15 Strength save or take 18 (4d8) damage and become grappled.

Bone Warden – Vault Guardian

Bone Warden
Medium undead, lawful evil

Armor Class 17 (bone armor)
Hit Points 110 (13d8 + 52)
Speed 30 ft.

STR 18 (+4) | **DEX** 12 (+1) | **CON** 18 (+4) | **INT** 8 (-1) | **WIS** 12 (+1) | **CHA** 10 (+0)

Challenge 6 (2,300 XP)

Grave Sentinel. The Bone Warden cannot be surprised while defending the vault.

Multiattack. Makes two bone blade attacks.

Bone Blade. +7 to hit, reach 5 ft. Hit: 12 (2d6+4) slashing plus 5 (1d10) necrotic.

Bone Burst (Recharge 5–6). Jagged bone shards erupt in 15■ft radius. Creatures make DC 14 Dex save or take 22 (4d10) piercing damage.

Catacombs Beneath the Tower

The Tower's Death and the Catacombs Below

When the monoliths surrounding the tower are disrupted, the structure begins to groan and twist as if alive. Stone cracks along the floor of the sanctum. With a thunderous break, the ground collapses beneath the party. Instead of falling to their deaths, the adventurers slide through a smooth vertical chute carved into the stone like a forgotten escape passage. The descent slows unnaturally, depositing them safely into the ancient catacombs beneath the tower.

Catacomb Features
• Walls lined with skull niches.
• Faint whispering echoes through the tunnels.
• Ancient stone doors lead deeper underground.

These tunnels eventually lead toward the legendary ruin known as the **Library of Nothing—Twilight**.

This impossible library exists only between moments of fading light. Shelves appear and vanish like half■remembered dreams. Books whisper fragments of forgotten histories and erased worlds. The library was not built— it is remembered.